Ask user before creating a new native save file

Ask user before creating a new native save file
by **spacy51** » Fri Aug 14, 2009 5:11 pm

spacy51
Senior Member

Posts: 371
Joined: Tue Mar 18, 2008 4:59 pm

The idea is that when I look at my save folder, it is full of save files of games I tested once and never looked at anymore, so I am actually wasting (very little) hard disk space with empty/default save games.

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VBA-M should show a message box like "Do you want to create a native save state for this game?" YES | NO | Always/Don'taskagain.

Please provide me with better wordings for the message box.

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This message should pop up whenever a new .sav file is going to be created, but NOT when overwriting a .sav file.

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We could also query a timer of how long the game has been played and ask if the game was played less than half an hour or so.

A switch for enabling/disabling saving for certain games will also be necessary.

Last edited by spacy51 on Fri Aug 14, 2009 5:18 pm, edited 1 time in total.

Ask user before creating a new native save file
by **Squall Leonhart** » Fri Aug 14, 2009 9:33 pm

Squall Leonhart
Posting Freak

Posts: 1219
Joined: Tue Mar 18, 2008 9:21 am

Obscenely Redundant and a waste of coding time.

seriously, if you don't want the rom to save, then read only the folder.

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